FLUENCY FACTS EYFS

Autumn 1

Recognise digits to 5.
Ordering digits to 5.
Count objects up to 5 reliably (e.g. I need 4 spoons for dinner) 1 number for 1 object.
Finding one more or one less than any number to 5.

Autumn 2

Recognise digits to 10.
Ordering digits to 10.
Count objects up to 10 reliably (e.g. I need
8 cars in the garage) 1 number for 1 object.
Finding one more or one less than any number to 10.

Spring 1

Learn number bonds up to 5.

0 + 1 = 1
0 + 2 = 2
1 + 1 = 2
0 + 3 = 3
1 + 2 = 3

0 + 4 = 4
1 + 3 = 4
2 + 2 = 4
0 + 5 = 5
1 + 4 = 5
2 + 3 = 5

Spring 2

Learn doubles to 5.

0 + 0 = 0 Double 0 is 0
1 + 1 = 2 Double 1 is 2
2 + 2 = 4 Double 2 is 4

Learn number bonds up to 6 & 7.

0 + 6 = 6
1 + 5 = 6
2 + 4 = 6
3 + 3 + 6

0 + 7 = 7
1 + 6 = 7
2 + 5 = 7
3 + 4 = 7

Summer 1

Revise number bonds to 7 and learn number bonds up to 10.

0 + 8 = 8
1 + 7 = 8
2 + 6 = 8
3 + 5 = 8
4 + 4 = 8

0 + 9 = 9
1 + 8 = 9
2 + 7 = 9
3 + 6 = 9
4 + 5 = 9

0+ 10 = 10
1 + 9 = 10
2 + 8 = 10
3 + 7 = 10
4 + 6 = 10

Summer 2

Learn whether a number is odd or even

Odd numbers can't be shared into two equal groups
1 3 5 7 9

Even numbers can be shared into two equal groups
2 4 6 8 10

All times tables facts should be practiced as ? x 3 and 3 x ? so children learn that they can be done in any order.

How can you help your child?

We really value your support from home to reinforce the teaching at school. Little and often is the best way to help your child.
They can answer verbally, in written form (on paper, on your back, chalk) or using technology to support.
If you choose to recall verbally please make sure that your child is pronouncing the numbers correctly and not getting confused between similar sounding numbers, for example: thirteen and thirty.
If your child is confident in the skills on this fact sheet then please continue to practice them to support them becoming known recall facts.
You can look on your year group overview to see the other areas in Maths they are covering if you would like to support them in these.



Websites

Top marks Hit the Button is a great game for practising fluency facts.
Topmarks Daily 10 is a game the children will become familiar with as it asks fluency questions and you can set a time. We use 7 seconds to ensure recall in school. Each level corresponds to a year group so to find the facts to practice please select the level that matches their year group.

Games

Pairs - draw out and cut out cards with the times table and answers to find and match

Timed matching - time your child at matching the answers to the questions

Using TopTrump cards is very good at reinforcing number facts and understanding the value of number for example less than/greater than/equal to, value of each digit within a number and reading the names of the numbers.

